ABSTRACT

0066 A method and computer program executed by a processor is described for visually distributing a multiplicity of data objects within a visual computing environment. The user directly manipulates a cursor using a pointing device such as a computer mouse to sequentially indicate where a plurality of objects are to be positioned: these objects are presented as visual controls attached to the cursor, providing feedback as to the identification, order, and number of objects to be distributed. As the user indicates the desire to place the next-to-be dropped object (for example by clicking a button on the computer mouse), that object is dropped at the current cursor position, the representation of that object removed from the set of visual controls attached to the cursor, and the subsequent objects to be dropped advanced by one. The user may optionally re-order the objects to be dropped prior to actually dropping them, and may optionally exit and return to the dropping mode at any time.